

Generated on: This page was generated by TSDR on 2026-06-23 04:39:11 EDT

Mark: BIG BOY BOXING

BIG BOY BOXING

US Serial Number: 98644133

Application Filing Date: Jul. 11, 2024

Register: Principal

Mark Type: Trademark, Service Mark

TM5 Common Status Descriptor:



DEAD/APPLICATION/Refused/Dismissed or Invalidated

This trademark application was refused, dismissed, or invalidated by the Office and this application is no longer active.

Status: Abandoned because the applicant failed to respond or filed a late response to an Office action. To view all documents in this file, click on the Trademark Document Retrieval link at the top of this page.

Status Date: Apr. 16, 2025

Date Abandoned: Apr. 01, 2025

Mark Information

Mark Literal Elements: BIG BOY BOXING

Standard Character Claim: Yes. The mark consists of standard characters without claim to any particular font style, size, or color.

Mark Drawing Type: 4 - STANDARD CHARACTER MARK

Goods and Services

Note:

The following symbols indicate that the registrant/owner has amended the goods/services:

- Brackets [...] indicate deleted goods/services;
- Double parenthesis ((...)) identify any goods/services not claimed in a Section 15 affidavit of incontestability; and
- Asterisks *...* identify additional (new) wording in the goods/services.

For: Downloadable computer game software for virtual environments; Recorded computer game software; Downloadable video game software; Downloadable computer game software via a global computer network and wireless devices; Recorded computer application software for mobile phones, namely, software for playing computer games; Downloadable computer application software playing computer games in virtual environments; Downloadable augmented reality software playing computer games; Downloadable interactive game software; Downloadable interactive multimedia computer game programs

International Class(es): 009 - Primary Class

U.S Class(es): 021, 023, 026, 036, 038

Class Status: ACTIVE

First Use: Jul. 26, 2021

Use in Commerce: Jul. 26, 2021

For: Providing on-line computer games; Virtual reality game services provided on-line from a computer network; Entertainment services, namely, providing online video games; Providing online augmented reality games; Entertainment services, namely, providing on-line computer games; Electronic games services provided by means of the internet

International Class(es): 041 - Primary Class

U.S Class(es): 100, 101, 107

Class Status: ACTIVE

Basis Information (Case Level)

Filed Use: Yes

Currently Use: Yes

Filed ITU: Yes

Currently ITU: Yes

Filed 44D: No

Currently 44D: No

Filed 44E: No

Currently 44E: No

Filed 66A: No

Currently 66A: No

Filed No Basis: No

Currently No Basis: No

Current Owner(s) Information

Owner Name: Soupmasters AB

Owner Address: JAN JOHANSSONS GATA 9
Gothenburg SWEDEN 41249

Legal Entity Type: aktiebolag (ab)

State or Country SWEDEN
Where Organized:

Attorney/Correspondence Information

Attorney of Record

Attorney Name: Rhett V. Barney

Docket Number: O064-20792TM

Attorney Primary trademarks@leehayes.com
Email Address:

Attorney Email Yes
Authorized:

Correspondent

Correspondent Rhett V. Barney
Name/Address: Lee & Hayes, PC
601 W. Riverside Ave Suite 1400
Spokane, WASHINGTON United States 99201

Phone: 509-944-4642

Fax: 509-323-8979

Correspondent e- trademarks@leehayes.com rhettb@leehayes.com
mail: karig@leehayes.com

Correspondent e- Yes
mail Authorized:

Domestic Representative - Not Found

Prosecution History

Date	Description	Proceeding Number
Apr. 16, 2025	ABANDONMENT NOTICE E-MAILED - FAILURE TO RESPOND	
Apr. 16, 2025	ABANDONMENT - FAILURE TO RESPOND OR LATE RESPONSE	
Dec. 31, 2024	NOTIFICATION OF NON-FINAL ACTION E-MAILED	
Dec. 31, 2024	NON-FINAL ACTION E-MAILED	
Dec. 31, 2024	NON-FINAL ACTION WRITTEN	
Dec. 30, 2024	ASSIGNED TO EXAMINER	96993
Jul. 11, 2024	NEW APPLICATION OFFICE SUPPLIED DATA ENTERED	
Jul. 11, 2024	NEW APPLICATION ENTERED	

TM Staff and Location Information

TM Staff Information

TM Attorney: SINGH, DEEP K

Law Office LAW OFFICE 101
Assigned:

File Location

Current Location: TMEG LAW OFFICE 101

Date in Location: Apr. 16, 2025

From: tmng.notices@uspto.gov
Sent: Wednesday, April 16, 2025 09:45:58 AM EDT
To: trademarks@leehayes.com;rhettb@leehayes.com;karig@leehayes.com
Subject: Official USPTO Notification: U.S. Trademark Application SN 98644133 -- Docket/Reference No. O064-20792TM

OFFICIAL USPTO NOTICE OF ABANDONMENT

**TRADEMARK APPLICATION ABANDONED
FAILURE TO RESPOND TIMELY TO OFFICE ACTION**

U.S. Application Serial No. 98644133
Mark: BIG BOY BOXING
Owner: Soupmasters AB
Docket/Reference No. O064-20792TM

Issue date: April 16, 2025

The application above is abandoned because we did not receive your response to the previous Office action by the response deadline.

If you did not receive the Office action or if the delay in filing your response was unintentional, you can file a [Petition to Revive Abandoned Application - Failure to Respond Timely to Office Action](#) form. **You must file the petition within two months of the issue date of this notice. The petition must include the following:**

- (1) A signed statement by someone with firsthand knowledge of the facts, stating that the delay in responding by the due date was unintentional;
- (2) A complete response to the Office action if the Office action was received, or, if the Office action was not received, a clear statement of this fact;
- (3) A petition fee; and
- (4) If applicable, the fee for an extension of time to respond.

If you have proof that the application was abandoned due to USPTO error, you can file a [Request for Reinstatement](#) of the application and include the proof (such as a copy of an email confirmation issued by the USPTO that includes the date of receipt and a summary of the online submission). You must file the request **within two months of the issue date of this notice**. There is no fee for this request.

For more information on filing a petition, see our [webpage on petitions](#).

Direct questions about this notice, filing a petition, or filing a request for reinstatement to the Trademark Assistance Center at 1-800-786-9199 (select option 1) or TrademarkAssistanceCenter@uspto.gov.

View this notice and other documents for this application in the [Trademark Status and Document Retrieval \(TSDR\) database](#).

To: Rhett V. Barney(trademarks@leehayes.com)
Subject: U.S. Trademark Application Serial No. 98644133 - BIG BOY BOXING - - O064-20792TM
Sent: December 31, 2024 01:41:26 PM EST
Sent As: tmng.notices@uspto.gov

Attachments

[6843073](#)
[4139306](#)
[Collins](#)
[Forge of Empires](#)
[Sunrise Village](#)
[Heroes of History](#)

United States Patent and Trademark Office (USPTO)
Office Action (Official Letter) About Applicant's Trademark Application

U.S. Application Serial No. 98644133

Mark: BIG BOY BOXING

Correspondence Address:

Rhett V. Barney
Lee & Hayes, PC
601 W. Riverside Ave Suite 1400
Spokane WA 99201
United States

Applicant: Soupmasters AB

Reference/Docket No. O064-20792TM

Correspondence Email Address: trademarks@leehayes.com

NONFINAL OFFICE ACTION

Response deadline. File a response to this nonfinal Office action within three months of the “Issue date” below to avoid [abandonment](#) of the application. Review the Office action and respond using one of the links to the appropriate electronic forms in the “How to respond” section below.

Request an extension. For a fee, applicant may [request one three-month extension](#) of the response deadline prior to filing a response. The request must be filed within three months of the “Issue date” below. If the extension request is granted, the USPTO must receive applicant's response to this letter within six months of the “Issue date” to avoid abandonment of the application.

Issue date: December 31, 2024

Introduction

The referenced application has been reviewed by the assigned trademark examining attorney. Applicant must respond timely and completely to the issues below. 15 U.S.C. §1062(b); 37 C.F.R. §§2.62(a), 2.65(a); TMEP §§711, 718.03.

Summary of Issues

- Section 2(d) - Likelihood of Confusion Refusals
- Disclaimer of Descriptive Wording Required

Section 2(d) - Likelihood of Confusion Refusals

Registration of the applied-for mark is refused because of a likelihood of confusion with the marks in U.S. Registration Nos. 6843073 and 4139306. Trademark Act Section 2(d), 15 U.S.C. §1052(d); see TMEP §§1207.01 *et seq.* See the attached registrations.

Trademark Act Section 2(d) bars registration of an applied-for mark that is so similar to a registered mark that it is likely consumers would be confused, mistaken, or deceived as to the commercial source of the goods and/or services of the parties. See 15 U.S.C. §1052(d). Likelihood of confusion is determined on a case-by-case basis by applying the factors set forth in *In re E. I. du Pont de Nemours & Co.*, 476 F.2d 1357, 1361, 177 USPQ 563, 567 (C.C.P.A. 1973) (called the “*du Pont* factors”). *In re i.am.symbolic, llc*, 866 F.3d 1315, 1322, 123 USPQ2d 1744, 1747 (Fed. Cir. 2017). Any evidence of record related to those factors need be considered; however, “not all of the *DuPont* factors are relevant or of similar weight in every case.” *In re Guild Mortg. Co.*, 912 F.3d 1376, 1379, 129 USPQ2d 1160, 1162 (Fed. Cir. 2019) (quoting *In re Dixie Rests., Inc.*, 105 F.3d 1405, 1406, 41 USPQ2d 1531, 1533 (Fed. Cir. 1997)).

Although not all *du Pont* factors may be relevant, there are generally two key considerations in any likelihood of confusion analysis: (1) the similarities between the compared marks and (2) the relatedness of the compared goods and/or services. See *In re i.am.symbolic, llc*, 866 F.3d at 1322, 123 USPQ2d at 1747 (quoting *Herbko Int’l, Inc. v. Kappa Books, Inc.*, 308 F.3d 1156, 1164-65, 64 USPQ2d 1375, 1380 (Fed. Cir. 2002)); *Federated Foods, Inc. v. Fort Howard Paper Co.*, 544 F.2d 1098, 1103, 192 USPQ 24, 29 (C.C.P.A. 1976) (“The fundamental inquiry mandated by [Section] 2(d) goes to the cumulative effect of differences in the essential characteristics of the goods [or services] and differences in the marks.”); TMEP §1207.01.

Applicant has applied to register the mark BIG BOY BOXING in standard characters for “Downloadable computer game software for virtual environments; Recorded computer game software; Downloadable video game software; Downloadable computer game software via a global computer network and wireless devices; Recorded computer application software for mobile phones, namely, software for playing computer games; Downloadable computer application software playing computer games in virtual environments; Downloadable augmented reality software playing computer games; Downloadable interactive game software; Downloadable interactive multimedia computer game programs” in International Class 9 and “Providing on-line computer games; Virtual reality game services provided on-line from a computer network; Entertainment services, namely, providing online video games; Providing online augmented reality games; Entertainment services, namely, providing on-

line computer games; Electronic games services provided by means of the internet" in Class 41.

Registrant's mark is BIG BOY GAMES in standard characters for "Downloadable video game software" in International Class 9.

Registrant's mark is BIG BOI in standard characters for "Series of musical sound recordings and prerecorded compact discs, videodiscs, MP3s, and optical discs, all featuring music; downloadable audio and video recordings featuring music; downloadable ring tones and music via a global computer network, downloadable and transferable computer files in MP3 format, music videos, graphics; electronic game software; downloadable computer files containing digital images and music videos for wireless communication devices" in International Class 9.

Similarity of the Marks

Marks are compared in their entireties for similarities in appearance, sound, connotation, and commercial impression. *In re Charger Ventures LLC*, 64 F.4th 1375, 1380, 2023 USPQ2d 451, at *3 (Fed. Cir. 2023) (citing *Coach Servs., Inc. v. Triumph Learning LLC*, 668 F.3d 1356, 1368, 101 USPQ2d 1713, 1720 (Fed. Cir. 2012); *Palm Bay Imps., Inc. v. Veuve Clicquot Ponsardin Maison Fondee En 1772*, 396 F.3d 1369, 1371-72, 73 USPQ2d 1689, 1692 (Fed. Cir. 2005)); TMEP §1207.01(b)-(b)(v). "Similarity in any one of these elements may be sufficient to find the marks confusingly similar." *In re Inn at St. John's, LLC*, 126 USPQ2d 1742, 1746 (TTAB 2018) (citing *In re Davia*, 110 USPQ2d 1810, 1812 (TTAB 2014)), *aff'd per curiam*, 777 F. App'x 516, 2019 BL 343921 (Fed. Cir. 2019); TMEP §1207.01(b).

Here, applicant's mark, BIG BOY BOXING, is confusingly similar to the registered marks, BIG BOY GAMES and BIG BOI.

Applicant's mark and the cited mark BIG BOY GAMES both start with the terms "BIG BOY", which are identical in spelling, pronunciation, visual appearance, and overall meaning. Therefore, the marks are identical in part in sound, appearance, meaning, and thus in commercial impression. Marks may be confusingly similar in appearance where similar terms or similar parts of terms appear in the compared marks and create a similar overall commercial impression. *See Crocker Nat'l Bank v. Canadian Imperial Bank of Com.*, 228 USPQ 689, 690-91 (TTAB 1986) (holding COMMCASH and COMMUNICASH confusingly similar), *aff'd sub nom. Canadian Imperial Bank of Com. v. Wells Fargo Bank, N.A.*, 811 F.2d 1490, 1492, 1495, 1 USPQ2d 1813, 1814-15, 1817 (Fed. Cir. 1987); *In re Corning Glass Works*, 229 USPQ 65, 66 (TTAB 1985) (holding CONFIRM and CONFIRMCELLS confusingly similar); *In re Pellerin Milnor Corp.*, 221 USPQ 558, 560 (TTAB 1983) (holding MILTRON and MILLTRONICS confusingly similar); *Sun Elec. Corp. v. Sun Oil Co.*, 196 USPQ 450, 452 (TTAB 1977) (holding SUNELECT and SUN ELECTRIC confusingly similar); *In re BASF Aktiengesellschaft*, 189 USPQ 424, 424 (TTAB 1976) (holding LUTEX and LUTEXAL confusingly similar); TMEP §1207.01(b)(ii)-(iii).

The additional term "GAMES" in the cited mark does not obviate the similarities because it is disclaimed for being descriptive of the goods and thus is weaker in establishing a commercial impression. Although marks are compared in their entireties, one feature of a mark may be more significant or dominant in creating a commercial impression. *See In re Viterra Inc.*, 671 F.3d 1358, 1362, 101 USPQ2d 1905, 1908 (Fed. Cir. 2012); *In re Nat'l Data Corp.*, 753 F.2d 1056, 1058, 224 USPQ 749, 751 (Fed. Cir. 1985); TMEP §1207.01(b)(viii), (c)(ii). Disclaimed matter that is descriptive of or generic for a party's goods and/or services is typically less significant or less dominant when

comparing marks. See *In re Detroit Athletic Co.*, 903 F.3d 1297, 1305, 128 USPQ2d 1047, 1050 (Fed. Cir. 2018) (citing *In re Dixie Rests., Inc.*, 105 F.3d 1405, 1407, 41 USPQ2d 1531, 1533-34 (Fed. Cir. 1997)); *Made in Nature, LLC v. Pharmavite LLC*, 2022 USPQ2d 557, at *41 (TTAB 2022); TMEP §1207.01(b)(viii), (c)(ii).

Furthermore, the term "BOXING" in applicant's mark also does not obviate the similarities because the term is descriptive of the goods and services and thus also is weaker in establishing a commercial impression. Although marks are compared in their entireties, one feature of a mark may be more significant or dominant in creating a commercial impression. See *In re Detroit Athletic Co.*, 903 F.3d 1297, 1305, 128 USPQ2d 1047, 1050 (Fed. Cir. 2018) (citing *In re Dixie Rests., Inc.*, 105 F.3d 1405, 1407, 41 USPQ2d 1531, 1533-34 (Fed. Cir. 1997)); TMEP §1207.01(b)(viii), (c)(ii). Matter that is descriptive of or generic for a party's goods and/or services is typically less significant or less dominant in relation to other wording in a mark. See *Anheuser-Busch, LLC v. Innvopak Sys. Pty Ltd.*, 115 USPQ2d 1816, 1824-25 (TTAB 2015) (citing *In re Chatam Int'l Inc.*, 380 F.3d 1340, 1342-43, 71 USPQ2d 1944, 1946 (Fed. Cir. 2004)).

In the present case, the attached evidence shows that the wording "BOXING" in the applied-for mark is merely descriptive of or generic for applicant's goods and services. Thus, this wording is less significant in terms of affecting the mark's commercial impression, and renders the wording "BIG BOY" the more dominant element of the mark.

Applicant's mark and the cited mark BIG BOI consist of two almost identical terms except for one difference; in applicant's mark "BIG BOY" ends with the letter "Y" whereas in the cited mark "BIG BOI" ends with the letter "I". Regardless, these terms can be pronounced identically. There is no correct pronunciation of a mark; thus, consumers may pronounce a mark differently than intended by the mark owner. See *In re Viterra, Inc.*, 671 F.3d 1358, 1367, 101 USPQ2d 1905, 1912 (Fed. Cir. 2012) (citing *Interlego AG v. Abrams/Gentile Entm't, Inc.*, 63 USPQ2d 1862, 1863 (TTAB 2002)); TMEP §1207.01(b)(iv). In the present case, the compared marks could clearly be pronounced the same. Such similarity in sound alone may be sufficient to support a finding that the compared marks are confusingly similar. *In re 1st USA Realty Prof'ls, Inc.*, 84 USPQ2d 1581, 1586 (TTAB 2007) (citing *Krim-Ko Corp. v. Coca-Cola Bottling Co.*, 390 F.2d 728, 732, 156 USPQ 523, 526 (C.C.P.A. 1968)); TMEP §1207.01(b)(iv).

Consumers are generally more inclined to focus on and remember the first word, prefix, or syllable in a mark. See *Palm Bay Imps., Inc. v. Veuve Clicquot Ponsardin Maison Fondee En 1772*, 396 F.3d 1369, 1372, 73 USPQ2d 1689, 1692 (Fed. Cir. 2005) (finding similarity between VEUVE ROYALE and two VEUVE CLICQUOT marks in part because "VEUVE . . . remains a 'prominent feature' as the first word in the mark and the first word to appear on the label"); *Century 21 Real Estate Corp. v. Century Life of Am.*, 970 F.2d 874, 876, 23 USPQ2d 1698, 1700 (Fed. Cir. 1992) (finding similarity between CENTURY 21 and CENTURY LIFE OF AMERICA in part because "consumers must first notice th[e] identical lead word"); *Sage Therapeutics, Inc. v. SageForth Psych. Servs., LLC*, Opp. No. 91270181, 2024 TTAB LEXIS 139, at *14-15 (2024) (finding similarity between SAGEFORTH and SAGE CENTRAL, in part because the "common 'sage' element" was dominant in both marks" as "the first elements"); TMEP §1207.01(b)(viii).

Because the marks look and sound similar and create the same commercial impression, the marks are considered similar for likelihood of confusion purposes.

Relatedness of the Goods and Services

The goods and/or services are compared to determine whether they are similar, commercially related, or travel in the same trade channels. See *Coach Servs., Inc. v. Triumph Learning LLC*, 668 F.3d 1356, 1369-71, 101 USPQ2d 1713, 1722-23 (Fed. Cir. 2012); *Herbko Int'l, Inc. v. Kappa Books, Inc.*, 308 F.3d 1156, 1165, 64 USPQ2d 1375, 1381 (Fed. Cir. 2002); TMEP §§1207.01, 1207.01(a)(vi).

The compared goods and/or services need not be identical or even competitive to find a likelihood of confusion. See *On-line Careline Inc. v. Am. Online Inc.*, 229 F.3d 1080, 1086, 56 USPQ2d 1471, 1475 (Fed. Cir. 2000); *Recot, Inc. v. Becton*, 214 F.3d 1322, 1329, 54 USPQ2d 1894, 1898 (Fed. Cir. 2000); TMEP §1207.01(a)(i). They need only be “related in some manner and/or if the circumstances surrounding their marketing are such that they could give rise to the mistaken belief that [the goods and/or services] emanate from the same source.” *Coach Servs., Inc. v. Triumph Learning LLC*, 668 F.3d 1356, 1369, 101 USPQ2d 1713, 1722 (Fed. Cir. 2012) (quoting *7-Eleven Inc. v. Wechsler*, 83 USPQ2d 1715, 1724 (TTAB 2007)); TMEP §1207.01(a)(i); see *Made in Nature, LLC v. Pharmavite LLC*, 2022 USPQ2d 557, at *44 (TTAB 2022) (quoting *In re Jump Designs LLC*, 80 USPQ2d 1370, 1374 (TTAB 2006)).

Here, applicant’s goods and services, “Downloadable computer game software for virtual environments; Recorded computer game software; Downloadable video game software; Downloadable computer game software via a global computer network and wireless devices; Recorded computer application software for mobile phones, namely, software for playing computer games; Downloadable computer application software playing computer games in virtual environments; Downloadable augmented reality software playing computer games; Downloadable interactive game software; Downloadable interactive multimedia computer game programs; Providing on-line computer games; Virtual reality game services provided on-line from a computer network; Entertainment services, namely, providing online video games; Providing online augmented reality games; Entertainment services, namely, providing on-line computer games; Electronic games services provided by means of the internet,” are closely related to registrant’s goods, “Downloadable video game software; Series of musical sound recordings and prerecorded compact discs, videodiscs, MP3s, and optical discs, all featuring music; downloadable audio and video recordings featuring music; downloadable ring tones and music via a global computer network, downloadable and transferable computer files in MP3 format, music videos, graphics; electronic game software; downloadable computer files containing digital images and music videos for wireless communication devices.”

The attached Internet evidence, consisting of *Forge of Empires*, *Sunrise Village*, and *Heroes of History*, establishes that the same entity commonly manufactures, produces, or provides the relevant goods and services and markets the goods and services under the same mark. Thus, applicant’s and registrant’s goods and services are considered related for likelihood of confusion purposes. See, e.g., *In re Davey Prods. Pty Ltd.*, 92 USPQ2d 1198, 1202-04 (TTAB 2009); *In re Toshiba Med. Sys. Corp.*, 91 USPQ2d 1266, 1268-69, 1271-72 (TTAB 2009).

Accordingly, the goods and services are considered related for purposes of the likelihood of confusion analysis.

Conclusion

Because the marks are similar and the goods and services are related, there is a likelihood of confusion as to the source of applicant's goods and services, and registration is refused pursuant to Section 2(d) of the Trademark Act.

Response Options to Refusals

Although applicant's mark has been refused registration, applicant may respond to the refusals by submitting evidence and arguments in support of registration. However, if applicant responds to the refusals, applicant must also respond to the requirement set forth below.

Disclaimer of Descriptive Wording Required

Applicant must disclaim the wording "BOXING" because it is merely descriptive of a characteristic, function, feature, purpose, or use of applicant's goods and services. See 15 U.S.C. §§1052(e)(1), 1056(a); *DuoProSS Meditech Corp. v. Inviro Med. Devices, Ltd.*, 695 F.3d 1247, 1251, 103 USPQ2d 1753, 1755 (Fed. Cir. 2012); TMEP §§1213, 1213.03(a).

The attached evidence from *Collins* dictionary shows this wording means "a sport in which two people [wearing](#) large [padded gloves](#) fight [according to special](#) rules". Thus, the wording merely describes applicant's goods and services because applicant's provides downloadable and online software for consumers to play games involving a sport in which two people wearing large padded gloves fighting according to special rules.

Applicant may respond to this issue by submitting a disclaimer in the following format:

No claim is made to the exclusive right to use "BOXING" apart from the mark as shown.

For an overview of disclaimers and instructions on how to provide one using the electronic response form, see the Disclaimer webpage.

Response Guidelines

For this application to proceed, applicant must explicitly address each refusal and requirement in this Office action. For a refusal, applicant may provide written arguments and evidence against the refusal, and may have other response options if specified above. For a requirement, applicant should set forth the changes or statements. Please see the [Responding to Office Actions](#) webpage for more information and tips on responding.

Please call or email the assigned trademark examining attorney with questions about this Office action. Although an examining attorney cannot provide legal advice, the examining attorney can provide additional explanation about the refusals and requirement in this Office action. See TMEP §§705.02, 709.06.

The USPTO does not accept emails as responses to Office actions; however, emails can be used for informal communications and are included in the application record. See 37 C.F.R. §§2.62(c), 2.191; TMEP §§304.01-.02, 709.04-.05.

How to respond. File a [response form to this nonfinal Office action](#) or file a [request form for an extension of time to file a response](#).

/Deepa Singh/
Deepa Singh
Examining Attorney
LO113--LAW OFFICE 113
(571) 270-1225
Deepa.Singh@uspto.gov

RESPONSE GUIDANCE

- **Missing the deadline for responding to this letter will cause the application to [abandon](#).** A response or extension request must be received by the USPTO before 11:59 p.m. **Eastern Time** of the last day of the response deadline. Trademark Electronic Application System (TEAS) [system availability](#) could affect an applicant's ability to timely respond. For help resolving technical issues with TEAS, email TEAS@uspto.gov.
- **[Responses signed by an unauthorized party](#)** are not accepted and can **cause the application to [abandon](#)**. If applicant does not have an attorney, the response must be signed by the individual applicant, all joint applicants, or someone with [legal authority to bind a juristic applicant](#). If applicant has an attorney, the response must be signed by the attorney.
- If needed, **find [contact information for the supervisor](#)** of the office or unit listed in the signature block.

6843073

Big Boy Games

Word Mark	BIG BOY GAMES
Goods/Services	IC 009 US 021 023 026 036 038 Downloadable video game software.
Register	PRINCIPAL
Serial Number	90841200
Filing Date	2021-07-21T00:00:00
Original Filing Basis	1a
Current Filing Basis	1a
Publication Date	2022-06-28
Registration Number	6843073
Date Registered	2022-09-13
Owner	• (REGISTRANT) Schramm, Jesse Robert (SOLE PROPRIETORSHIP; COLORADO, USA); 8641 Secretariat Ct, Wellington, COLORADO 80549, UNITED STATES • (LAST LISTED OWNER) BIG BOY GAMES LLC (LIMITED LIABILITY COMPANY; COLORADO, USA); 8641 SECRETARIAT COURT, WELLINGTON, COLORADO 80549, UNITED STATES
Type of Mark	TRADEMARK
Mark Drawing Code	(4) STANDARD CHARACTER MARK
Disclaimer	"GAMES"
Live Dead Indicator	LIVE

Status

REGISTERED

Print: December 31, 2024 8:19 AM

4139306

BIG BOI

Word Mark	BIG BOI
Goods/Services	IC 009 US 021 023 026 036 038 Series of musical sound recordings and prerecorded compact discs, [videotapes,] videodiscs, MP3s, and optical discs, all featuring music; downloadable audio and video recordings featuring music; downloadable ring tones and music via a global computer network, downloadable and transferable computer files in MP3 format, music videos, graphics; electronic game software; downloadable computer files containing digital images and music videos for wireless communication devices.
Register	PRINCIPAL
Serial Number	77248370
Filing Date	2007-08-06T00:00:00
Original Filing Basis	1b
Current Filing Basis	1a
Publication Date	2011-07-05
Registration Number	4139306
Date Registered	2012-05-08
Owner	• (REGISTRANT) Patton, Antwan (INDIVIDUAL; USA); c/o Christine C. Washington, Esq., 244 Fifth Avenue, Suite 2660, New York, NEW YORK 10001, UNITED STATES • (LAST LISTED OWNER) BIG CHEESCAKE, LLC (LIMITED LIABILITY COMPANY; GEORGIA, USA); 3550 LENOX ROAD, NE, SUITE 2075, ATLANTA, GEORGIA 303264319, UNITED STATES
Type of Mark	TRADEMARK

Mark Drawing Code	(4) STANDARD CHARACTER MARK
Translation	The wording "BOI" has no meaning in a foreign language.
Live Dead Indicator	LIVE
Status	REGISTERED AND RENEWED
Attorney of Record	Christine C. Washington, Esq.

Print: December 31, 2024 12:02 PM



Summary

Definitions

Synonyms

Pronunciation

Collocations

Conjugations

Sentences

Wordle Helper

Scrabble Tools

Quick Word Challenge

Question: 1 - Score: 0 / 5

slurred speech or victory speech?

Which version is correct?

He paid tribute to her in a very emotional victory speech.

He paid tribute to her in a very emotional slurred speech.

了解更多
登录注册

Vrbo



Be the group trip MVP.

Book now

kinetic



Switch to Kinetic for a bonus.

Kinetic Fiber Internet has a new low price. Plans start at \$24.99/mo for 1 yr w/ AutoPay.

Definition of 'boxing'



boxing

(bɒksɪŋ)

uncountable noun B1+

Boxing is a sport in which two people wearing large padded gloves fight according to special rules. Some speakers argued that boxing was less dangerous than rugby.

Synonyms: prizefighting, the ring, sparring, fisticuffs

More Synonyms of boxing

Collins COBUILD Advanced Learner's Dictionary. Copyright © HarperCollins Publishers



© Dobo Kristian, Shutterstock

British English pronunciation



boxing

Next

Learning English
Contractions of auxiliary verbs

Contractions of auxiliary verbs in English

Learn about auxiliary verb contractions in English, their use in informal speech, sentence tags, and how to emphasize or answer questions.

DECEMBER 30, 2024

READ MORE





Switch to Kinetic
for a bonus.

Kinetic Fiber Internet has a new low price.
Plans start at \$24.99/mo for 1 yr w/AutoPay.

Visit Site

American english pronunciation



boxing

You may also like



English Quiz
Confusables



Language Lover's
Blog



French Translation of
'boxing'

boxing

in British English

('bɒksɪŋ  )

noun

- a. the act, art, or profession of fighting with the fists, esp the modern sport practised under Queensberry rules
- b. (as modifier)
a boxing enthusiast

Collins English Dictionary. Copyright © HarperCollins Publishers

boxing

in American English

('bɒksɪŋ )

noun

the skill or sport of fighting with the fists

Webster's New World College Dictionary, 4th Edition. Copyright © 2010 by Houghton Mifflin Harcourt. All rights reserved.



Switch to Kinetic
for a bonus.

Kinetic Fiber Internet has a new low price.
Plans start at \$24.99/mo for 1 yr w/AutoPay.

Visit Site







Switch to Kinetic
for a bonus.

Kinetic Fiber Internet has a new low price.
Plans start at \$24.99/mo for 1 yr w/AutoPay.

Visit Site



Switch to Kinetic
for a bonus.

Kinetic Fiber Internet has a new low price.
Plans start at \$24.99/mo for 1 yr w/ AutoPay.

Visit Site

boxing

in American English

(ˈbɒksɪŋ)

noun

- the act or process of packing a box or boxes
- a boxlike covering or casing
- material used for boxes

Webster's New World College Dictionary, 4th Edition. Copyright © 2010 by Houghton Mifflin Harcourt. All rights reserved.

boxing

in American English

(ˈbɒksɪŋ)

noun

- the material used to make boxes or casings
- a boxlike enclosure; casing
- an act or instance of putting into or furnishing with a box

Most material © 2005, 1997, 1991 by Penguin Random House LLC. Modified entries © 2019 by Penguin Random House LLC and HarperCollins Publishers Ltd

Word origin

[1510–20; box¹ + -ing¹]

boxing

in American English

(ˈbɒksɪŋ)

noun

the act, technique, or profession of fighting with the fists, with or without boxing gloves

Most material © 2005, 1997, 1991 by Penguin Random House LLC. Modified entries © 2019 by Penguin Random House LLC and HarperCollins Publishers Ltd

Word origin

[1705–15; box² + -ing¹]





Switch to Kinetic
for a bonus.

Kinetic Fiber Internet has a new low price.
Plans start at \$24.99/mo for 1 yr w/ AutoPay.

Visit Site





Switch to Kinetic
for a bonus.

Kinetic Fiber Internet has a new low price.
Plans start at \$24.99/mo for 1 yr w/AutoPay.

Visit Site

Word lists with
boxing
Combat sports

Quick Word Challenge

Question: 1 – Score: 0 / 5

Which *combat sport* am I?

a type of wrestling based on judo that originated in Russia and now features in international competitions

- fencing
- wrestling
- sambo

Next



Switch to Kinetic
for a bonus.

Kinetic Fiber Internet has a new low price.
Plans start at \$24.99/mo for 1 yr w/AutoPay.

Visit Site

Examples of 'boxing' in a sentence
boxing

Example sentences from Collins dictionaries

▲ These examples have been automatically selected and may contain sensitive content that does not reflect the opinions or policies of Collins, or its parent company HarperCollins.

We welcome feedback: report an example sentence to the Collins team. [Read more...](#)

Boxing has a colourful history.

Boxing is the main outlet for his energy.

Few contests in the recent history of British boxing have been as thrilling.

He lost the boxing match and was badly beaten by his opponent.

He's the king of unlicensed boxing.

His boxing style lacks finesse.

I don't think boxing's better than it was in my day.

I think he will be finished with boxing.



Switch to Kinetic
for a bonus.

Kinetic Fiber Internet has a new low price.
Plans start at \$24.99/mo for 1 yr w/AutoPay.

Visit Site



Switch to Kinetic
for a bonus.

Kinetic Fiber Internet has a new low price.
Plans start at \$24.99/mo for 1 yr w/AutoPay.

Visit Site



Switch to Kinetic
for a bonus.

Kinetic Fiber Internet has a new low price.
Plans start at \$24.99/mo for 1 yr w/AutoPay.

Visit Site

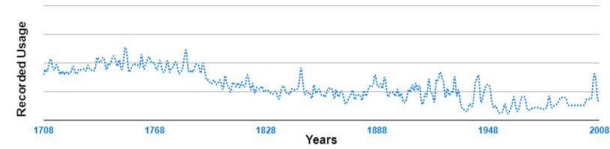
I think he will be finished with boxing.

The fight will be adjudicated by a top boxing referee

a masterful performance of boxing

Trends of
boxing

View usage for: All Years



Source: Google Books Ngram Viewer

In other languages

boxing

British English: **boxing**  /ˈbɒksɪŋ/ noun

Boxing is a sport in which two people wearing padded gloves fight, using only their hands.

American English: **boxing**  /ˈbɒksɪŋ/

Arabic: **مُتَقَاتِلَة** 

Brazilian Portuguese: **pugilismo** 

Chinese: **拳击** 

Croatian: **boksanje** 

Czech: **box**  sport

Danish: **boksning** 

Dutch: **bokssport** 

European Spanish: **boxeo** 

Finnish: **nyrkkeily** 

Japanese: **ボクシング** 

Korean: **권투** 

Norwegian: **boksing** 

Polish: **pięściarstwo** 

European Portuguese: **pugilismo** 

Romanian: **box**

Russian: **бокс**  sport

Latin American Spanish: **boxeo** 

Swedish: **boxning** 

Thai: **มวยสมัครเล่น** 



Switch to Kinetic
for a bonus.

Kinetic Fiber Internet has a new low price.
Plans start at \$24.99/mo for 1 yr w/AutoPay.

Visit Site

French: boxe 
German: Boxen 
Greek: πυγμαχία 
Italian: pugilato 

Turkish: boks 
Ukrainian: бокс
Vietnamese: quyền Anh 

[Translate your text for free](#)

[Browse alphabetically](#)

boxing

[boxholder](#)
[boxily](#)
[boxiness](#)
boxing
[boxing career](#)
[Boxing Day](#)
[boxing glove](#)

[All ENGLISH words that begin with 'B'](#)

[Related terms of](#)

boxing

[box](#)
[Boxing Day](#)
[boxing ring](#)
[kick boxing](#)
[boxing career](#)

[View more related words](#)

Collins

Elevate your vocabulary

Sign up to our newsletter to receive our latest news, exclusive content and offers.

[Sign up now](#)

[Collins Dictionaries](#)

[Browse all official
Collins dictionaries](#)

[About Collins](#)

[About Us](#)
[Contact Us](#)
[FAQs](#)
[Cookies Settings](#)
[Terms & Conditions](#)
[Privacy Policy](#)

[Useful Links](#)

[Advertise with us](#)
[B2B Partnerships](#)
[Collins COBUILD](#)
[Collins ELT](#)
[Dictionary API](#)
[HarperCollins Publishers](#)



FORGE OF EMPIRES

CITY BUILDING STRATEGY GAME

Available for: iOS, Android, Browser

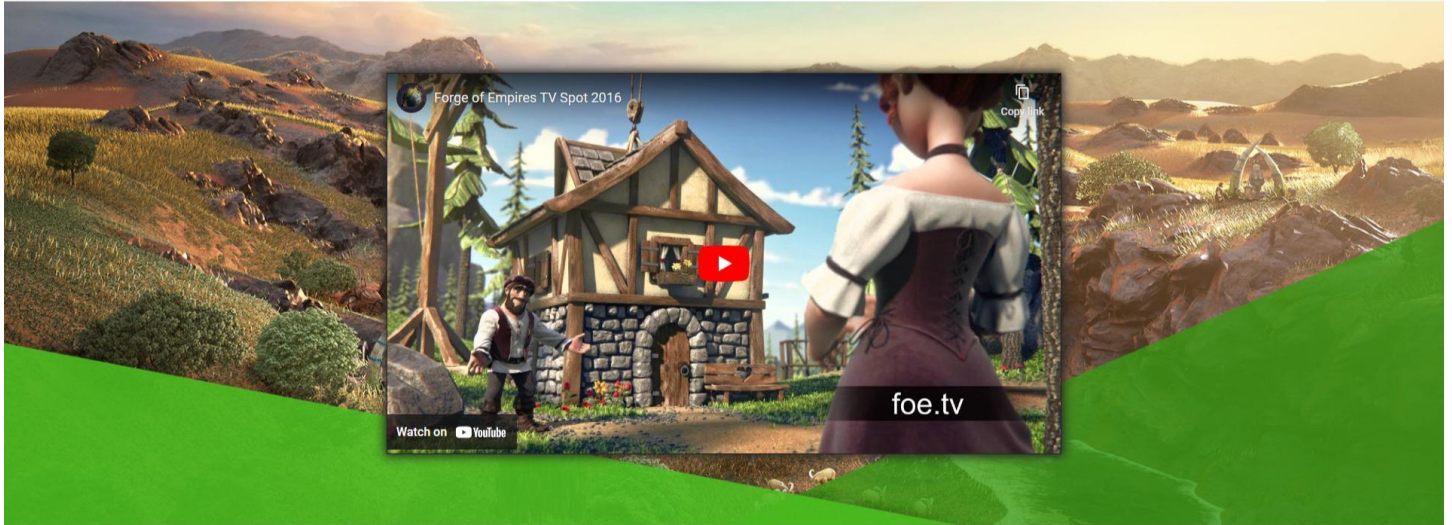
In Forge of Empires, you can build your own city and experience all of history from its perspective - from the stone age on through the centuries. Explore new technologies that ring in a new era. Leave a mark with unique, contemporary buildings and establish a gigantic metropolis that is unparalleled anywhere. Expand your empire with sophisticated strategic campaigns and skilled actions. Create your own world - Forge your Empire!



The real-time strategy game takes you through the different eras of human history. Explore new building types and technologies to continue developing your settlement. Meet the challenges of the single-player campaigns until you rule an entire continent, or compete against other players in the multiplayer mode. In Forge of Empires, dedicate yourself to research and develop more advanced battle units, innovative products and spectacular buildings. Passionate builders will have many opportunities to develop and beautify their cities in this strategy game. Good economic skills are essential in Forge of Empires to finance the growth of your empire with your residents' tax money.

But not everything is peaceful in Forge of Empires. Fight exciting battles, use a variety of units and take the individual features of the terrain into account in order to win. On the battle field, you can either take on the computer or give other players a lesson in strategy during intense PvP battles. Steer the fate of your empire!

Forge of Empires is free to play without restrictions. However, players may choose to make in-game purchases.



FORGE OF EMPIRES AT A GLANCE

Starting with a small Stone Age settlement it is your task to create an empire and accompany it onward throughout the centuries.

All facts about Forge of Empires:

- City Building Strategy Game
- Epochs of time
- Build a glorious city
- Lead it through ages
- Explore and Research
- Full-blown Single-player campaign
- Battle friends and foes



MOBILE

Build your empire and journey through the ages: With Forge of Empires, we bring our award-winning strategy game to your smartphone or tablet.

- Experience the eras
- Build a mighty kingdom
- Conquer new territories
- Discover new technologies



GAME PREVIEW



GAMES

[All Games](#)

[Forge Of Empires](#)

[Rise of Cultures](#)

[Heroes of History](#)

[Sunrise Village](#)

[Elvenar](#)

[Grepolis](#)

[Tribal Wars](#)

[Tribal Wars 2](#)

[Lost Survivors](#)

[The West](#)

COMPANY

[About us](#)

[Leadership Principles](#)

[Management](#)

[History](#)

[Sustainability](#)

[InnoHub](#)

[#InnoBlog](#)

[Contact](#)

[Partnership Program](#)

CAREER

[Faces of InnoGames](#)

[Our Values](#)

[Why join us?](#)

[Career Paths](#)

[Career Starters](#)

[Welcome to Hamburg](#)

[Open positions](#)

[FAQ](#)

[Meet us here](#)

PARTNERS

[Partnership Program](#)

PRESS

[Press Releases](#)

[Your PR Contacts](#)

[Press Kits](#)

[Media Reports](#)

© 2024 InnoGames GmbH

[Legal Notice](#) | [Terms of Service](#) | [Privacy Notice](#)

Language selection: **EN**







PLAY NOW!

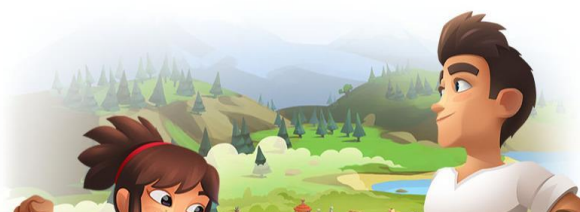


SUNRISE VILLAGE

EXPLORATION AND FARMING SIMULATION

Available for: iOS, Android, Browser

One day you receive a letter from your grandfather asking for your help. A strange stone circle has appeared in the peaceful world of Sunrise Village. Buildings are overgrown with thorny vines, and everything else is shrouded in a mysterious thick fog. The events seem to be related to an ancient story about legendary artisans who crafted six magical crystals to harness their elemental energy. Will you be able to find the crystals? Hurry up and help your grandfather rebuild the village and uncover its

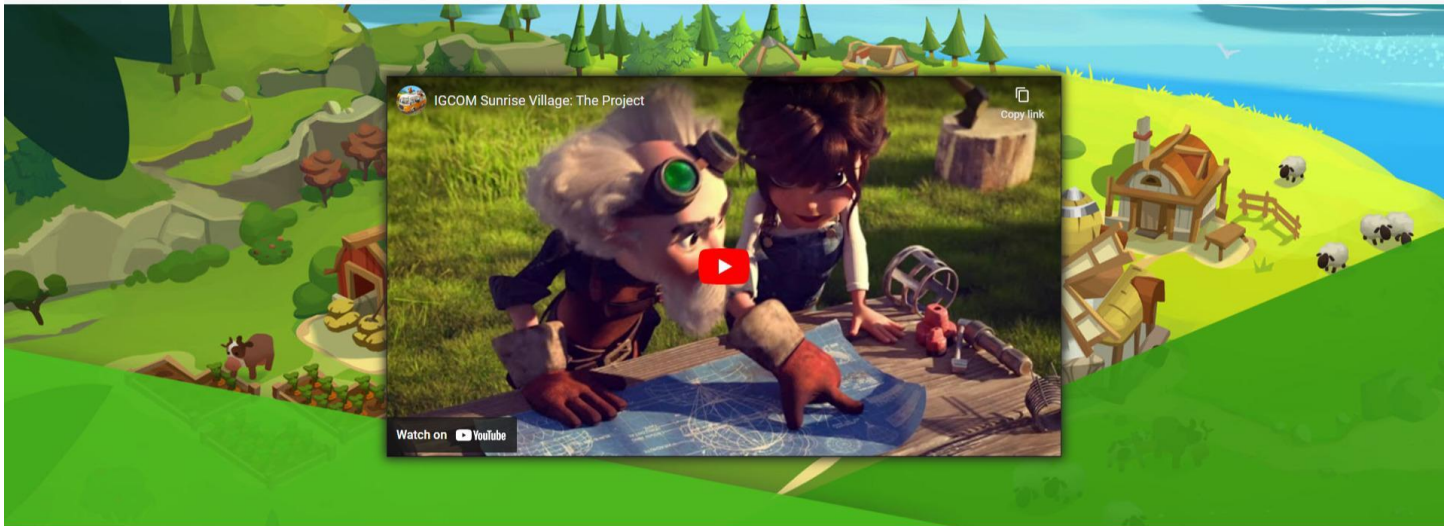


secrets!

Meet friendly villagers along the way and help them repair their houses and workshops. Take care of your adorable farm animals: Chickens and cows need your attention. Harvest vegetables like peas and produce goods like hay, plywood, gravel, and even candy! You'll need these and many other resources to generate energy, rebuild the farm, construct a hot air balloon, travel around the area, and finally solve the mystery of Sunrise Village.

Take a break from the hustle and bustle of city life, enjoy an unspoiled natural landscape and explore the breathtaking beauty of Sunrise Village, its forest and other places in the area. Navigate the world map and unlock new lands. Dive into your adventure now!

Sunrise Village is free to play without restrictions. However, players may choose to make in-game purchases.



SUNRISE VILLAGE AT A GLANCE



Longing for a new adventure? It's time to discover Sunrise Village!

All facts about Sunrise Village:

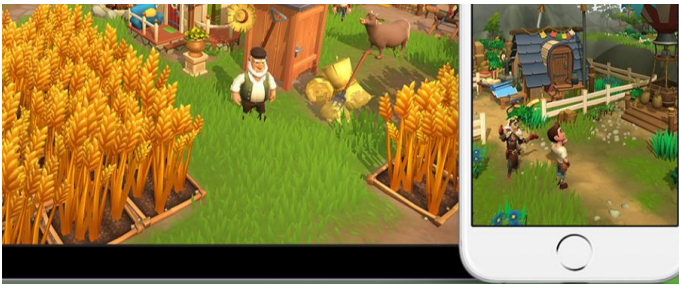
- Simulation Game
- Adventures
- Mysteries
- Quests
- Taking care of a farm
- Friendly villagers
- Helping your grandfather



MOBILE

- Save the village and uncover the secret of the stone monument
- Explore a spectacular world full of mysteries
- Help your grandfather to rebuild the farm and tailor it to your own tastes
- Meet friendly villagers and discover their stories
- Gather resources and produce goods. Make your farm flourish along the way
- Complete daily quests and win exciting rewards





GAME PREVIEW



GAMES

COMPANY

CAREER

PARTNERS

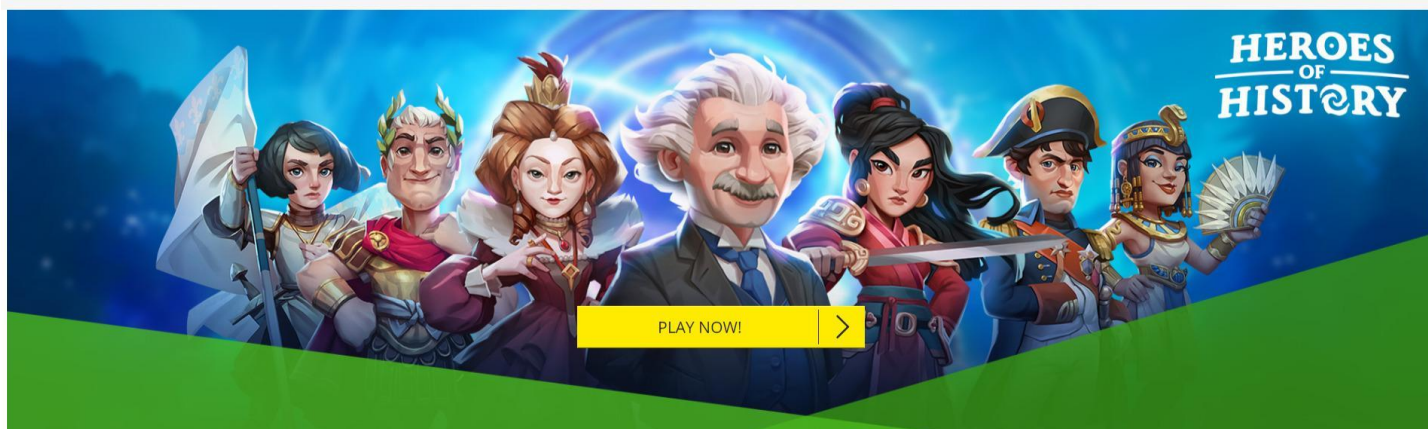
- All Games
- Forge Of Empires
- Rise of Cultures
- Heroes of History
- Sunrise Village
- Elvenar
- Grepolis
- Tribal Wars
- Tribal Wars 2
- Lost Survivors
- The West

- About us
- Leadership Principles
- Management
- History
- Sustainability
- InnoHub
- #innoBlog
- Contact
- Partnership Program

- Faces of InnoGames
- Our Values
- Why join us?
- Career Paths
- Career Starters
- Welcome to Hamburg
- Open positions
- FAQ
- Meet us here

- Partnership Program
- PRESS
- Press Releases
- Your PR Contacts
- Press Kits
- Media Reports





HEROES OF HISTORY

NEW CITY BUILDING COMPETITIVE GAME

Available for: Android, iOS

Dive into the multiplayer world of Heroes of History, where the art of city-building meets the exhilarating adventure of hero collection! In this unique gaming experience, players are tasked with constructing a thriving historic city while collecting an array of historic and mythological heroes. With each hero boasting their own distinct abilities and backstories, you will find yourself at the helm of a metropolis that's as dynamic as the legends that walk its streets.

As your city progresses through the eras, the strength of your heroes will grow.



unlocking new potential in a variety of solo, collaborative, and competitive battle modes. The layout of your city and the composition of your hero roster can turn the tide of battle.

Heroes of History is a testament to the power of strategic planning. Whether it's deciding the best formation for your heroes in battle or planning your empire's layout for optimal growth, your leadership will determine the fate of your city. Embark on this epic quest and witness the evolution of your work from a humble stone age settlement to a legendary metropolis, guarded by the most iconic figures from history and mythology. Join Heroes of History, and lead your civilization to new heights!

Heroes of History is free to play without restrictions. However, players may choose to make in-game purchases.



HEROES OF HISTORY AT A GLANCE

Ready to live a new gamelan experience that puts famous characters of world history



ready to rise to new gaming experiences with your friends and family? Start playing Heroes of History now!

What you should know about Heroes of History:

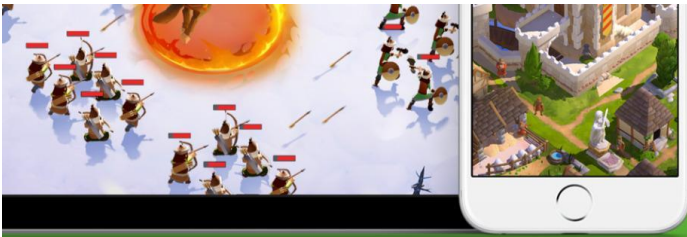
1. Build a thriving metropolis, starting from a humble stone age settlement
2. Recruit and upgrade over 70 unique historic and mythological heroes
3. Employ your heroes in engaging real-time battles, leveraging their unique abilities and strengths
4. Protect humankind from disaster in exciting PvE time travel campaigns
5. Put your skills to the test in competitive PvP
6. Form alliances with your friends and fight alongside them
7. Discover mysterious lands and navigate the challenges of traditional cultures



REASONS TO PLAY THE GAME

- City building strategic game
- Multiplayer
- A great catalogue of characters to collect
- Establish your empire and experience all eras
- PvP Battle focused
- PvE





GAME PREVIEW



GAMES

[All Games](#)

[Forge Of Empires](#)

COMPANY

[About us](#)

[Leadership Principles](#)

CAREER

[Faces of InnoGames](#)

[Our Values](#)

PARTNERS

[Partnership Program](#)

[Rise of Cultures](#)

[Heroes of History](#)

[Sunrise Village](#)

[Elvenar](#)

[Grepolis](#)

[Tribal Wars](#)

[Tribal Wars 2](#)

[Lost Survivors](#)

[The West](#)

[Management](#)

[History](#)

[Sustainability](#)

[InnoHub](#)

[#innoBlog](#)

[Contact](#)

[Partnership Program](#)

[Why join us?](#)

[Career Paths](#)

[Career Starters](#)

[Welcome to Hamburg](#)

[Open positions](#)

[FAQ](#)

[Meet us here](#)

PRESS

[Press Releases](#)

[Your PR Contacts](#)

[Press Kits](#)

[Media Reports](#)



United States Patent and Trademark Office (USPTO)

USPTO OFFICIAL NOTICE

Office Action (Official Letter) has issued
on December 31, 2024 for
U.S. Trademark Application Serial No. 98644133

A USPTO examining attorney has reviewed your trademark application and issued an Office action. You must respond to this Office action to avoid your application abandoning. Follow the steps below.

- (1) [Read the Office action](#). This email is NOT the Office action.
- (2) **Respond to the Office action by the deadline** using the Trademark Electronic Application System (TEAS). Your response, or extension request, must be received by the USPTO on or before 11:59 p.m. **Eastern Time** of the last day of the response deadline. Otherwise, your application will be [abandoned](#). See the Office action itself regarding how to respond.
- (3) **Direct general questions** about using USPTO electronic forms, the USPTO [website](#), the application process, the status of your application, and whether there are outstanding deadlines to the [Trademark Assistance Center \(TAC\)](#).

After reading the Office action, address any question(s) regarding the specific content to the USPTO examining attorney identified in the Office action.

GENERAL GUIDANCE

- [Check the status](#) of your application periodically in the [Trademark Status & Document Retrieval \(TSDR\)](#) database to avoid missing critical deadlines.
- [Update your correspondence email address](#) to ensure you receive important USPTO notices about your application.
- [Beware of trademark-related scams](#). Protect yourself from people and companies that may try to take financial advantage of you. Private companies may call you and pretend to be the USPTO or may send you communications that resemble official USPTO documents to trick you. We will never request your credit card number or social security number over the phone. Verify the correspondence originated from us by using your serial number in our database, [TSDR](#), to confirm that it appears under the “Documents” tab, or contact the [Trademark Assistance Center](#).
- [Hiring a U.S.-licensed attorney](#). If you do not have an attorney and are not required to

have one under the trademark rules, we encourage you to hire a U.S.-licensed attorney specializing in trademark law to help guide you through the registration process. The USPTO examining attorney is not your attorney and cannot give you legal advice, but rather works for and represents the USPTO in trademark matters.

6843073

Big Boy Games

Word Mark	BIG BOY GAMES
Goods/Services	IC 009 US 021 023 026 036 038 Downloadable video game software.
Register	PRINCIPAL
Serial Number	90841200
Filing Date	2021-07-21T00:00:00
Original Filing Basis	1a
Current Filing Basis	1a
Publication Date	2022-06-28
Registration Number	6843073
Date Registered	2022-09-13
Owner	• (REGISTRANT) Schramm, Jesse Robert (SOLE PROPRIETORSHIP; COLORADO, USA); 8641 Secretariat Ct, Wellington, COLORADO 80549, UNITED STATES • (LAST LISTED OWNER) BIG BOY GAMES LLC (LIMITED LIABILITY COMPANY; COLORADO, USA); 8641 SECRETARIAT COURT, WELLINGTON, COLORADO 80549, UNITED STATES
Type of Mark	TRADEMARK
Mark Drawing Code	(4) STANDARD CHARACTER MARK
Disclaimer	"GAMES"
Live Dead Indicator	LIVE

Status

REGISTERED

Print: December 31, 2024 8:19 AM

4139306

BIG BOI

Word Mark	BIG BOI
Goods/Services	IC 009 US 021 023 026 036 038 Series of musical sound recordings and prerecorded compact discs, [videotapes,] videodiscs, MP3s, and optical discs, all featuring music; downloadable audio and video recordings featuring music; downloadable ring tones and music via a global computer network, downloadable and transferable computer files in MP3 format, music videos, graphics; electronic game software; downloadable computer files containing digital images and music videos for wireless communication devices.
Register	PRINCIPAL
Serial Number	77248370
Filing Date	2007-08-06T00:00:00
Original Filing Basis	1b
Current Filing Basis	1a
Publication Date	2011-07-05
Registration Number	4139306
Date Registered	2012-05-08
Owner	• (REGISTRANT) Patton, Antwan (INDIVIDUAL; USA); c/o Christine C. Washington, Esq., 244 Fifth Avenue, Suite 2660, New York, NEW YORK 10001, UNITED STATES • (LAST LISTED OWNER) BIG CHEESCAKE, LLC (LIMITED LIABILITY COMPANY; GEORGIA, USA); 3550 LENOX ROAD, NE, SUITE 2075, ATLANTA, GEORGIA 303264319, UNITED STATES
Type of Mark	TRADEMARK

Mark Drawing Code	(4) STANDARD CHARACTER MARK
Translation	The wording "BOI" has no meaning in a foreign language.
Live Dead Indicator	LIVE
Status	REGISTERED AND RENEWED
Attorney of Record	Christine C. Washington, Esq.

Print: December 31, 2024 12:02 PM



FORGE OF EMPIRES

CITY BUILDING STRATEGY GAME

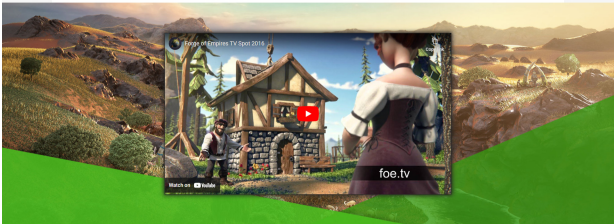
Available for: iOS, Android, Browser

In Forge of Empires, you can build your own city and experience all of history from its perspective. From the stone age on through the centuries, explore new technologies that ring in a new era, leave a mark with unique, contemporary buildings and establish a game as successful that is unparalleled anywhere. Expand your empire with sophisticated strategic campaigns and skilled actions. Create your own world - Forge your Empire!

The real time strategy game takes you through the different eras of human history. Explore new building types and technologies to continue developing your settlement. Meet the challenges of the single player campaigns until you rule an entire continent, or compete against other players in the multiplayer mode. In Forge of Empires, dedicate yourself to research and develop more advanced battle units, innovative products and spectacular buildings. Thousands of buildings will have many opportunities to develop and beautify their cities in this strategy game. Good economic skills are essential in Forge of Empires to finance the growth of your empire with your resident tax money.

But not everything is peaceful in Forge of Empires. Fight exciting battles, use a variety of skills and take the individual features of the empire into account in order to win. On the battle field, you can either take on the computer or give other players a lesson in strategy during intense PvP battles. Show the fate of your empire!

Forge of Empires is free to play without restrictions. However, players may choose to make in game purchases.



FORGE OF EMPIRES AT A GLANCE

Starting with a small Stone Age settlement it is your task to create an empire and accompany it onward throughout the centuries.

All facts about Forge of Empires:

- City Building Strategy Game
- Epochs of time
- Build a glorious city
- Lead it through ages
- Explore and Research
- Full-blown single player campaign
- Battle friends and foes



MOBILE

Build your empire and journey through the ages. With Forge of Empires, we bring our award-winning strategy game to your smartphone or tablet.

- Experience the epic
- Build a mighty kingdom
- Conquer new territories
- Discover new technologies



GAME PREVIEW



GAMES

[All Games](#)
[Forge of Empires](#)
[Rise of Cultures](#)
[March of History](#)
[Saviors Village](#)
[Ragnar](#)
[CivCity](#)
[Tribal Wars 2](#)
[The World is](#)
[Lost Somewhere](#)
[The West](#)

COMPANY

[About us](#)
[Company History](#)
[Management](#)
[History](#)
[Contact Us](#)
[Investors](#)
[Advertising](#)
[Contact](#)
[Partnership Program](#)

CAREER

[Join us](#)
[Our Values](#)
[Why join us?](#)
[Career Paths](#)
[Career Support](#)
[Interviews & Jobbing](#)
[Open positions](#)
[FAQ](#)
[Meet us here](#)

PARTNERS

[Partnership Program](#)

PRESS
[Press Releases](#)
[Press Kits](#)
[Press Kits](#)
[Media Reports](#)

Statistics for Case 98644133						
#	Search	Total Marks	Dead Marks	Live Viewed Docs	Live Viewed Images	Status/Search Duration
1	SN:98644133	1	0	1	0	0:00
2	CM:/. *b[aeiouy]{1,2}[jg].*/ AND LD:true	23275	0	0	0	0:00
3	CM:/. *b[aeiou]{1,2}y.* / AND LD:true	20007	0	0	0	0:00
4	CM:/. *b[aeiouy]{1,2}[ckqx].*/ AND LD:true	59007	0	0	0	0:00
5	2 AND 3 AND 4	8	0	8	0	0:00
6	2 AND 3	269	0	269	0	0:00
7	2 AND 4	552	0	0	0	0:00
8	3 AND 4	733	0	0	0	0:00
9	7 AND CC:009	285	0	285	0	0:00
10	8 AND CC:009	362	0	362	0	0:00
11	CM:/. *b[aeiy]{1,2}[jg].*/ AND LD:true	18844	0	0	0	0:00
12	CM:/. *b[iy]{1,2}[jg].*/ AND LD:true	10798	0	0	0	0:00
13	CM:/. *bi[jg].*/ AND LD:true	10520	0	0	0	0:00
14	CM:/. *big.* / AND LD:true	10234	0	0	0	0:00
15	CM:/big/ AND LD:true	8609	0	0	0	0:00
16	15 AND CC:009	4262	0	0	0	0:00
17	15 AND IC: (009 041 a b 200)	2101	0	0	0	0:00
18	15 AND IC: (009 a b 200)	808	0	0	0	0:00
19	15 AND IC: (041 a b 200)	1505	0	0	0	0:00
20	FM: "big" AND LD:true	43	0	43	0	0:00
21	CM:/. *b[eiou]{1,2}y.* / AND LD:true	14364	0	0	0	0:00
22	CM:/. *b[io]{1,2}y.* / AND LD:true	5836	0	0	0	0:00
23	CM:/. *boy.* / AND LD:true	5478	0	0	0	0:00
24	23 AND CC:009	2292	0	0	0	0:00
25	23 AND IC: (009 042 a b 200)	644	0	0	0	0:00
26	23 AND IC: (009 a b 200)	553	0	0	0	0:00
27	23 AND IC: (042 a b 200)	136	0	136	0	0:00
28	CM:/boy/ AND LD:true	2036	0	0	0	0:00
29	28 AND IC: (009 a b 200)	231	0	231	0	0:00
30	FM: "boy" AND LD:true	6	0	6	0	0:00
31	CM: "big boy boxing"	1	0	1	0	0:00
32	CM: "big boy"	240	177	62	0	0:00
33	CM: "big boxing"	0	0	0	0	0:00
34	CM: "boy boxing"	1	0	1	0	0:00
35	14 AND GS: "downloadable games"	19	0	19	0	0:00

Statistics for Case 98644133						
#	Search	Total Marks	Dead Marks	Live Viewed Docs	Live Viewed Images	Status/Search Duration
36	14 AND GS: "downloadable"	805	0	0	0	0:00
37	14 AND GS: "downloadable computer"	257	0	257	0	0:00
38	14 AND GS: "downloadable software"	136	0	136	0	0:00
39	14 AND GS: "downloadable application"	5	0	5	0	0:00
40	14 AND GS: "downloadable applications"	3	0	3	0	0:00
41	14 AND GS: "online games"	22	0	22	0	0:00
42	14 AND GS: "on-line games"	4	0	4	0	0:00
43	14 AND GS: "video games"	106	0	106	0	0:00
44	14 AND GS: "games"	555	0	0	0	0:00
45	14 AND GS: "computer games"	104	0	104	0	0:00
46	ON: "Soupmasters AB"	1	0	1	0	0:00
47	6 AND IC: (009 042 a b 200)	28	0	28	0	0:00
48	23 AND IC: (041 a b 200)	933	0	0	0	0:00
49	28 AND IC: (041 a b 200)	290	0	290	0	0:00
50	6 AND IC: (041 a b 200)	23	0	23	0	0:00

Session started 12/30/2024 9:56 pm

Session ended 12/31/2024 12:20 pm

Total search duration 0.00

Session duration 24 minutes 14 seconds

Adjacency Level 1

Near Level 1

Statistics for Case 98644133						
#	Search	Total Marks	Dead Marks	Live Viewed Docs	Live Viewed Images	Status/Search Duration
1	SN:98644133	1	0	1	0	0:00
2	CM:/. *b[aeiouy]{1,2}[jg].*/ AND LD:true	23275	0	0	0	0:00
3	CM:/. *b[aeiou]{1,2}y.* / AND LD:true	20007	0	0	0	0:00
4	CM:/. *b[aeiouy]{1,2}[ckqx].*/ AND LD:true	59007	0	0	0	0:00
5	2 AND 3 AND 4	8	0	8	0	0:00
6	2 AND 3	269	0	269	0	0:00
7	2 AND 4	552	0	0	0	0:00
8	3 AND 4	733	0	0	0	0:00
9	7 AND CC:009	285	0	285	0	0:00
10	8 AND CC:009	362	0	362	0	0:00
11	CM:/. *b[aeiy]{1,2}[jg].*/ AND LD:true	18844	0	0	0	0:00
12	CM:/. *b[iy]{1,2}[jg].*/ AND LD:true	10798	0	0	0	0:00
13	CM:/. *bi[jg].*/ AND LD:true	10520	0	0	0	0:00
14	CM:/. *big.* / AND LD:true	10234	0	0	0	0:00
15	CM:/big/ AND LD:true	8609	0	0	0	0:00
16	15 AND CC:009	4262	0	0	0	0:00
17	15 AND IC: (009 041 a b 200)	2101	0	0	0	0:00
18	15 AND IC: (009 a b 200)	808	0	0	0	0:00
19	15 AND IC: (041 a b 200)	1505	0	0	0	0:00
20	FM: "big" AND LD:true	43	0	43	0	0:00
21	CM:/. *b[eiou]{1,2}y.* / AND LD:true	14364	0	0	0	0:00
22	CM:/. *b[io]{1,2}y.* / AND LD:true	5836	0	0	0	0:00
23	CM:/. *boy.* / AND LD:true	5478	0	0	0	0:00
24	23 AND CC:009	2292	0	0	0	0:00
25	23 AND IC: (009 042 a b 200)	644	0	0	0	0:00
26	23 AND IC: (009 a b 200)	553	0	0	0	0:00
27	23 AND IC: (042 a b 200)	136	0	136	0	0:00
28	CM:/boy/ AND LD:true	2036	0	0	0	0:00
29	28 AND IC: (009 a b 200)	231	0	231	0	0:00
30	FM: "boy" AND LD:true	6	0	6	0	0:00
31	CM: "big boy boxing"	1	0	1	0	0:00
32	CM: "big boy"	240	177	62	0	0:00
33	CM: "big boxing"	0	0	0	0	0:00
34	CM: "boy boxing"	1	0	1	0	0:00
35	14 AND GS: "downloadable games"	19	0	19	0	0:00

Statistics for Case 98644133						
#	Search	Total Marks	Dead Marks	Live Viewed Docs	Live Viewed Images	Status/Search Duration
36	14 AND GS: "downloadable"	805	0	0	0	0:00
37	14 AND GS: "downloadable computer"	257	0	257	0	0:00
38	14 AND GS: "downloadable software"	136	0	136	0	0:00
39	14 AND GS: "downloadable application"	5	0	5	0	0:00
40	14 AND GS: "downloadable applications"	3	0	3	0	0:00
41	14 AND GS: "online games"	22	0	22	0	0:00
42	14 AND GS: "on-line games"	4	0	4	0	0:00
43	14 AND GS: "video games"	106	0	106	0	0:00
44	14 AND GS: "games"	555	0	0	0	0:00
45	14 AND GS: "computer games"	104	0	104	0	0:00
46	ON: "Soupmasters AB"	1	0	1	0	0:00
47	6 AND IC: (009 042 a b 200)	28	0	28	0	0:00

Session started 12/30/2024 9:56 pm

Session ended 12/30/2024 10:20 pm

Total search duration 0.00

Session duration 24 minutes 13 seconds

Adjacency Level 1

Near Level 1

Note To The File

Serial Number: 98644133
Date: 12/30/2024 9:56 pm
Created by: Deepa Singh

BIG BOY BOXING

Searched

- Google

alpha builds

Trademark/Service Mark Application, Principal Register

Serial Number: 98644133
Filing Date: 07/11/2024

The table below presents the data as entered.

Input Field	Entered
SERIAL NUMBER	98644133
MARK INFORMATION	
*MARK	BIG BOY BOXING
STANDARD CHARACTERS	YES
USPTO-GENERATED IMAGE	YES
LITERAL ELEMENT	BIG BOY BOXING
MARK STATEMENT	The mark consists of standard characters, without claim to any particular font style, size, or color.
REGISTER	Principal
APPLICANT INFORMATION	
*OWNER OF MARK	Soupmasters AB
*MAILING ADDRESS	JAN JOHANSSONS GATA 9
*CITY	Gothenburg
*COUNTRY/REGION/JURISDICTION/U.S. TERRITORY	Sweden
*ZIP/POSTAL CODE (Required for U.S. and certain international addresses)	41249
*EMAIL ADDRESS	XXXX
LEGAL ENTITY INFORMATION	
TYPE	aktiebolag (ab)
STATE/COUNTRY/REGION/JURISDICTION/U.S. TERRITORY WHERE LEGALLY ORGANIZED	Sweden
GOODS AND/OR SERVICES AND BASIS INFORMATION	
INTERNATIONAL CLASS	009
*IDENTIFICATION	Downloadable computer game software for virtual environments; Recorded computer game software; Downloadable video game software; Downloadable computer game software via a global computer network and wireless devices; Recorded computer application software for mobile phones, namely, software for playing computer games; Downloadable computer application software playing computer games in virtual environments; Downloadable augmented reality software playing computer games; Downloadable interactive game software; Downloadable interactive multimedia computer game programs
FILING BASIS	SECTION 1(a)

FIRST USE ANYWHERE DATE	At least as early as 07/26/2021
FIRST USE IN COMMERCE DATE	At least as early as 07/26/2021
SPECIMEN FILE NAME(S)	\\TICRS\EXPORT18\IMAGEOUT18\986\441\98644133.xml1 \ APP0003.JPG
SPECIMEN DESCRIPTION	screenshot showing the applicable mark in use with the listed goods, and button to download the software
WEBPAGE URL	None Provided
WEBPAGE DATE OF ACCESS	None Provided
INTERNATIONAL CLASS	041
*IDENTIFICATION	Providing on-line computer games; Virtual reality game services provided on-line from a computer network; Entertainment services, namely, providing online video games; Providing online augmented reality games; Entertainment services, namely, providing on-line computer games; Electronic games services provided by means of the internet
FILING BASIS	SECTION 1(b)
ATTORNEY INFORMATION	
NAME	Rhett V. Barney
ATTORNEY DOCKET NUMBER	O064-20792TM
ATTORNEY BAR MEMBERSHIP NUMBER	XXX
YEAR OF ADMISSION	XXXX
U.S. STATE/ COMMONWEALTH/ TERRITORY	XX
FIRM NAME	Lee & Hayes, PC
STREET	601 W. Riverside Ave Suite 1400
CITY	Spokane
STATE	Washington
COUNTRY/REGION/JURISDICTION/U.S. TERRITORY	United States
ZIP/POSTAL CODE	99201
PHONE	509-944-4642
FAX	509-323-8979
EMAIL ADDRESS	trademarks@leehayes.com
OTHER APPOINTED ATTORNEY	David A. Divine, Robert A. Madayag III, George H. Brunt, Andrew L. Eisenberg, Joshua T. Grandinetti and Johanna R. Tomlinson
CORRESPONDENCE INFORMATION	
NAME	Rhett V. Barney
PRIMARY EMAIL ADDRESS FOR CORRESPONDENCE	trademarks@leehayes.com
SECONDARY EMAIL ADDRESS(ES) (COURTESY COPIES)	rhettb@leehayes.com; karig@leehayes.com
FEE INFORMATION	
APPLICATION FILING OPTION	TEAS Standard
NUMBER OF CLASSES	2

APPLICATION FOR REGISTRATION PER CLASS	350
*TOTAL FEES DUE	700
*TOTAL FEES PAID	700
SIGNATURE INFORMATION	
SIGNATURE	/Rhett Barney/
SIGNATORY'S NAME	Rhett V. Barney
SIGNATORY'S POSITION	Attorney of Record, WA State Bar Member
SIGNATORY'S PHONE NUMBER	509-944-4642
DATE SIGNED	07/11/2024
SIGNATURE METHOD	Sent to third party for signature

Trademark/Service Mark Application, Principal Register

Serial Number: 98644133

Filing Date: 07/11/2024

To the Commissioner for Trademarks:

MARK: BIG BOY BOXING (Standard Characters, see [mark](#))

The literal element of the mark consists of BIG BOY BOXING. The mark consists of standard characters, without claim to any particular font style, size, or color.

The applicant, Soupmasters AB, a aktiebolag (ab) legally organized under the laws of Sweden, having an address of

JAN JOHANSSONS GATA 9

Gothenburg 41249

Sweden

XXXX

requests registration of the trademark/service mark identified above in the United States Patent and Trademark Office on the Principal Register established by the Act of July 5, 1946 (15 U.S.C. Section 1051 et seq.), as amended, for the following:

International Class 009: Downloadable computer game software for virtual environments; Recorded computer game software; Downloadable video game software; Downloadable computer game software via a global computer network and wireless devices; Recorded computer application software for mobile phones, namely, software for playing computer games; Downloadable computer application software playing computer games in virtual environments; Downloadable augmented reality software playing computer games; Downloadable interactive game software; Downloadable interactive multimedia computer game programs

In International Class 009, the mark was first used by the applicant or the applicant's related company or licensee or predecessor in interest at least as early as 07/26/2021, and first used in commerce at least as early as 07/26/2021, and is now in use in such commerce. The applicant is submitting one(or more) specimen(s) showing the mark as used in commerce on or in connection with any item in the class of listed goods/services, consisting of a(n) screenshot showing the applicable mark in use with the listed goods, and button to download the software.

[Specimen File1](#)

Webpage URL: None Provided

Webpage Date of Access: None Provided

International Class 041: Providing on-line computer games; Virtual reality game services provided on-line from a computer network; Entertainment services, namely, providing online video games; Providing online augmented reality games; Entertainment services, namely, providing on-line computer games; Electronic games services provided by means of the internet

Intent to Use: The applicant has a bona fide intention, and is entitled, to use the mark in commerce on or in connection with the identified goods/services.

The owner's/holder's proposed attorney information: Rhett V. Barney. Other appointed attorneys are David A. Divine, Robert A. Madayag III, George H. Brunt, Andrew L. Eisenberg, Joshua T. Grandinetti and Johanna R. Tomlinson. Rhett V. Barney of Lee & Hayes, PC, is a member of the XX bar, admitted to the bar in XXXX, bar membership no. XXX, and the attorney(s) is located at

601 W. Riverside Ave Suite 1400

Spokane, Washington 99201

United States

509-944-4642(phone)

509-323-8979(fax)

trademarks@leehayes.com

The docket/reference number is O064-20792TM.

Rhett V. Barney submitted the following statement: The attorney of record is an active member in good standing of the bar of the highest court of a U.S. state, the District of Columbia, or any U.S. Commonwealth or territory.

The applicant's current Correspondence Information:

Rhett V. Barney

PRIMARY EMAIL FOR CORRESPONDENCE: trademarks@leehayes.com

SECONDARY EMAIL ADDRESS(ES) (COURTESY COPIES): rhettb@leehayes.com; karig@leehayes.com

Requirement for Email and Electronic Filing: I understand that a valid email address must be maintained by the applicant owner/holder and the applicant owner's/holder's attorney, if appointed, and that all official trademark correspondence must be submitted via the Trademark Electronic Application System (TEAS).

A fee payment in the amount of \$700 has been submitted with the application, representing payment for 2 class(es).

Declaration

☒ **Basis:**

If the applicant is filing the application based on use in commerce under 15 U.S.C. § 1051(a):

- The signatory believes that the applicant is the owner of the trademark/service mark sought to be registered;
- The mark is in use in commerce and was in use in commerce as of the filing date of the application on or in connection with the goods/services in the application;
- The specimen(s) shows the mark as used on or in connection with the goods/services in the application and was used on or in connection with the goods/services in the application as of the application filing date; and
- To the best of the signatory's knowledge and belief, the facts recited in the application are accurate.

And/Or

If the applicant is filing the application based on an intent to use the mark in commerce under 15 U.S.C. § 1051(b), § 1126(d), and/or § 1126(e):

- The signatory believes that the applicant is entitled to use the mark in commerce;
 - The applicant has a bona fide intention to use the mark in commerce and had a bona fide intention to use the mark in commerce as of the application filing date on or in connection with the goods/services in the application; and
 - To the best of the signatory's knowledge and belief, the facts recited in the application are accurate.
- ☒ To the best of the signatory's knowledge and belief, no other persons, except, if applicable, concurrent users, have the right to use the mark in commerce, either in the identical form or in such near resemblance as to be likely, when used on or in connection with the goods/services of such other persons, to cause confusion or mistake, or to deceive.
- ☒ To the best of the signatory's knowledge, information, and belief, formed after an inquiry reasonable under the circumstances, the allegations and other factual contentions made above have evidentiary support.
- ☒ The signatory being warned that willful false statements and the like are punishable by fine or imprisonment, or both, under 18 U.S.C. § 1001, and that such willful false statements and the like may jeopardize the validity of the application or submission or any registration resulting therefrom, declares that all statements made of his/her own knowledge are true and all statements made on information and belief are believed to be true.

Declaration Signature

Signature: /Rhett Barney/ Date: 07/11/2024

Signatory's Name: Rhett V. Barney

Signatory's Position: Attorney of Record, WA State Bar Member

Signatory's Phone Number: 509-944-4642

Signature method: Sent to third party for signature

Payment Sale Number: 98644133

Payment Accounting Date: 07/11/2024

Serial Number: 98644133

Internet Transmission Date: Thu Jul 11 16:24:18 ET 2024

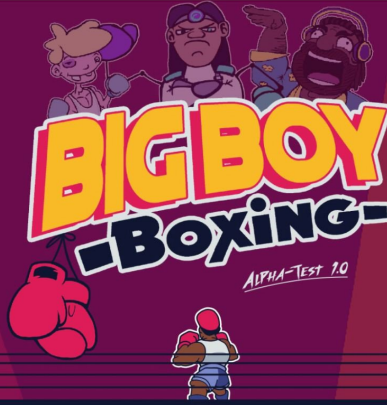
TEAS Stamp: USPTO/BAS-X.XX.XXX.XXX-20240711162420074

518-98644133-8702fa237ce17f7aad1545ad22

d72617ebecb5c366cb6bd96942c9411d6b35659-

CC-24187604-20240711151908958143

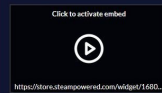
BIG BOY BOXING



A downloadable alpha test for Windows, macOS, and Linux

[Download Now](#) Name your own price

Wishlist Now!



Action Packed Slapstick

Experience the singleplayer action-boss-rush game with pixel-perfect retro aesthetics and inspiration from classic titles like "Punch-Out!", and recent indie hits like "Cuphead".

Starting off as a typical underdog story, you encounter, challenge, and befriend different characters all with their own unique personalities & backstories. Reading your opponent is key to getting the upper hand in the boxing ring!

Follow the Development



*This is a early development alpha build of the game, but it still kicks ass!

[More information](#)

Download

[Download Now](#) Name your own price

Click download now to get access to the following files:

BBB WINDOW 26 MB

BBB MACOS 30 MB

BBB LINUX 44 MB

Development log

[In-Depth Look Into the Game's Development](#) Sep 30, 2021
[Devlog 1: "Stretches of Sketches!"](#) Aug 03, 2021
[Demo Update & Steam Page Up \(Wishlist Now!\)](#) Jul 26, 2021
[Linux & MacOS 1.1.2A Patch Update!](#) Feb 10, 2021
[Small 1.1.2 Update! \(Millisecond Timer\)](#) Jan 26, 2021
[Alpha Demo 1.1 Update!](#) Jan 23, 2021
[Alpha Demo 1.0 \(at Hank's Gym\)](#) Jan 30, 2021

Comments

[Log in with itch.io](#) to leave a comment.

Viewing most recent comments 1 to 40 of 118 · [Next page](#) · [Last page](#)

[Screenshot](#) 14 days ago

Made a video for the steam demo



[Like](#) [Reply](#)

[RuleOfSouls](#) 51 days ago

plz bring freezey boy in the demo

[Like](#) [Reply](#)

[DUBBY](#) 51 days ago (4)

Will the Full release also be available on Itch or at lease on GOG?

[Like](#) [Reply](#)

[Adam](#) 114 days ago (4)

Amazing game

10/10 [Like](#) [Reply](#)

[FoxTheSeal](#) 122 days ago (4)

Is the full game going to be free?

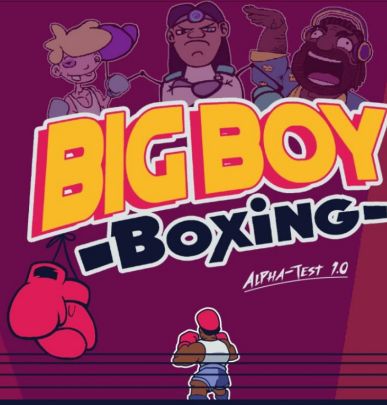
[Like](#) [Reply](#)

[Jachero](#) 141 days ago

Love the foundation of this game, hope you will bring more and more updates to it!



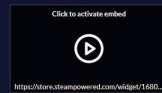
BIG BOY BOXING



A downloadable alpha test for Windows, macOS, and Linux

[Download Now](#) Name your own price

Wishlist Now!



Action Packed Slapstick

Experience the singleplayer action-boss-rush game with pixel-perfect retro aesthetics and inspiration from classic titles like "Punch-Out!", and recent indie hits like "Cuphead".

Starting off as a typical underdog story, you encounter, challenge, and befriend different characters all with their own unique personalities & backstories. Reading your opponent is key to getting the upper hand in the boxing ring!

Follow the Development



*This is a early development alpha build of the game, but it still kicks ass!

[More information](#)

Download

[Download Now](#) Name your own price

Click download now to get access to the following files:

BBB WINDOW 26 MB

BBB MACOS 30 MB

BBB LINUX 44 MB

Development log

[In-Depth Look Into the Game's Development](#) Sep 30, 2021
[Devlog 1: "Stretches of Sketches!"](#) Aug 03, 2021
[Demo Update & Steam Page Up \(Wishlist Now!!\)](#) Jul 26, 2021
[Linux & MacOS 1.1.2A Patch Update!](#) Feb 10, 2021
[Small 1.1.2 Update! \(Millisecond Timer\)](#) Jan 26, 2021
[Alpha Demo 1.1 Update!](#) Jan 23, 2021
[Alpha Demo 1.0 \(at Hank's Gym\)](#) Jan 30, 2021

Comments

[Log in with Itch.io](#) to leave a comment.

Viewing most recent comments 1 to 40 of 118 · [Next page](#) · [Last page](#)

[Screenshot](#) 14 days ago

Made a video for the steam demo



[Like](#) [Reply](#)

[RuleOfSouls](#) 51 days ago

plz bring freezey boy in the demo

[Like](#) [Reply](#)

[DUBBY](#) 51 days ago (4)

Will the full release also be available on Itch or at least on GOG?

[Like](#) [Reply](#)

[Adam](#) 114 days ago (4)

Amazing game

10/10

[Like](#) [Reply](#)

[FoxTheSneak](#) 122 days ago (4)

Is the full game going to be free?

[Like](#) [Reply](#)

[Jachopra](#) 141 days ago

Love the foundation for a whole new and unique boxing game!

